

# LivingSurfaces





## basic idea

### 1. surface

- sit, sleep, relax
- connect it to ...



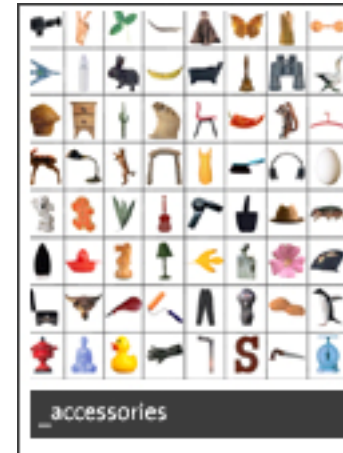
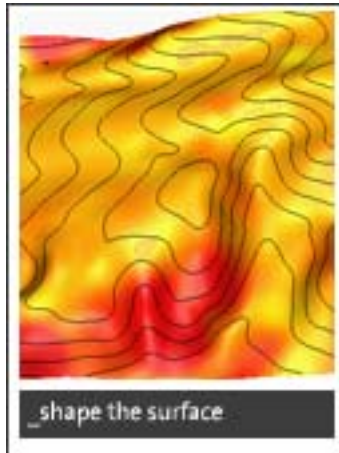
### 2. legs / stand / support / clips



## basic idea

### 3. surface manipulation

- aesthetically
- accessories



## advantage

- mass customization

whatever that will be spent time and money on will be an input for the library of the accessories and be paid back afterwards

- customizable

you define the material, the use, the size, your needs and aesthetics

from small scale to big scale

from your bedroom to the tram



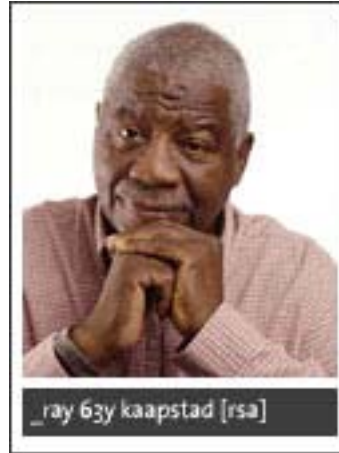
# who will sell/buy it

## 1. large companies



## who will sell/buy it

### 2. private



### 3. bars / restaurants / offices / ...



# ways to sell/buy it

## 1. internet [impersonal way]

as a graphical user interface where you compose the LivingSurface according to your wishes



## 2. shop [personal way]

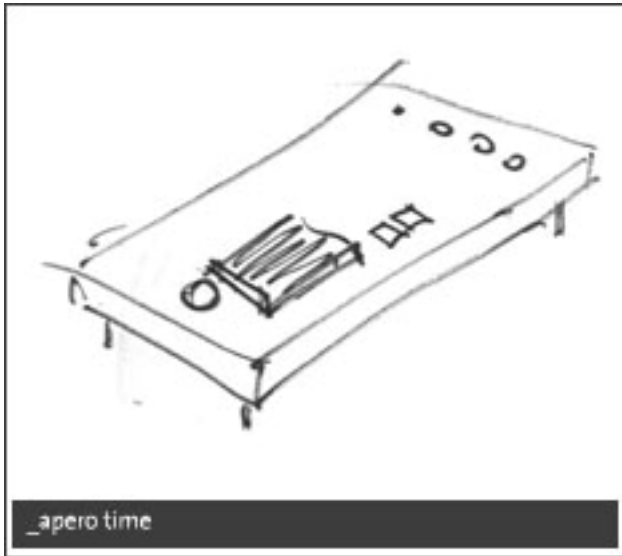




**apero time**



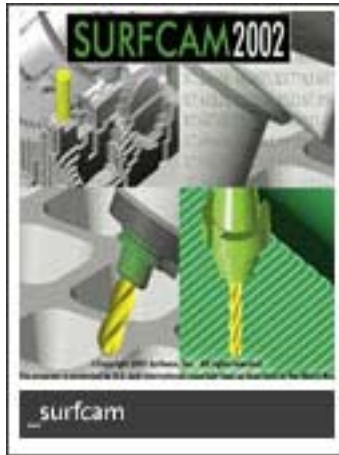
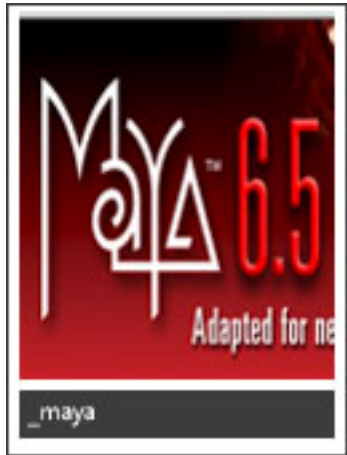
## concept



1. wooden surface to sit on
2. aluminium legs
3. accessories (ashtray/peanuts, beercoaster, candle lights, ambient light)

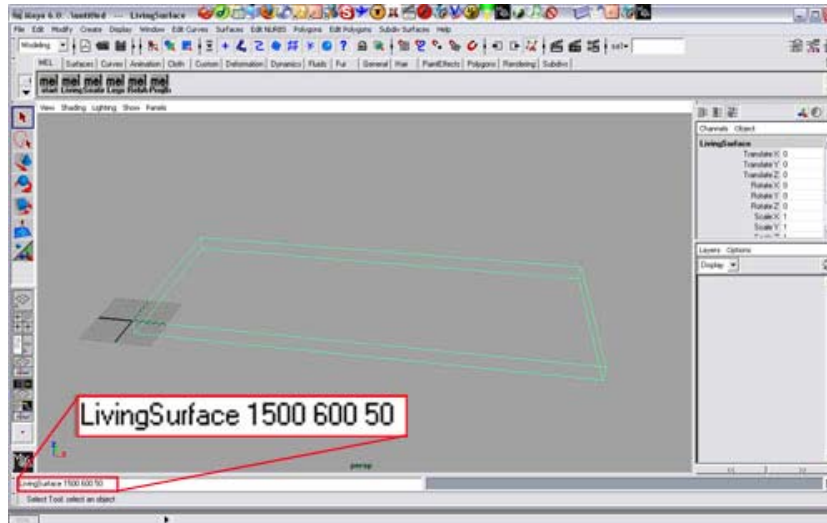


different steps towards the final product

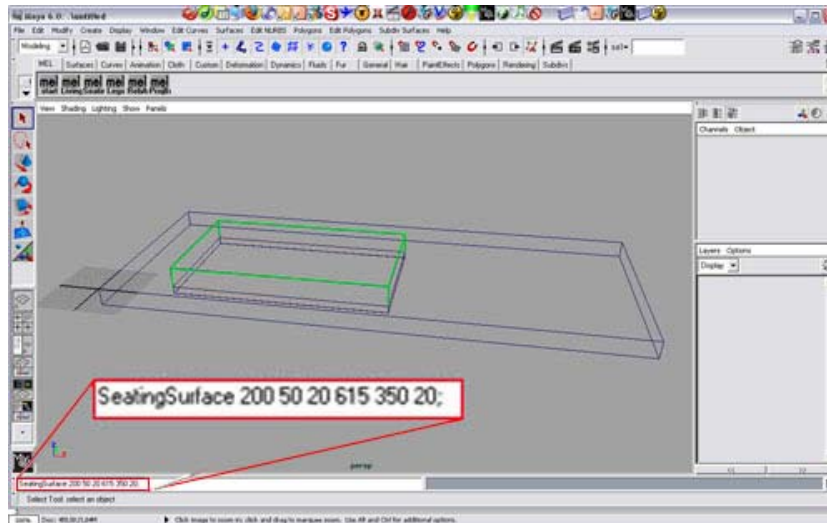


# 1. first step : MAYA & MELL

define the size of the LivingSurface

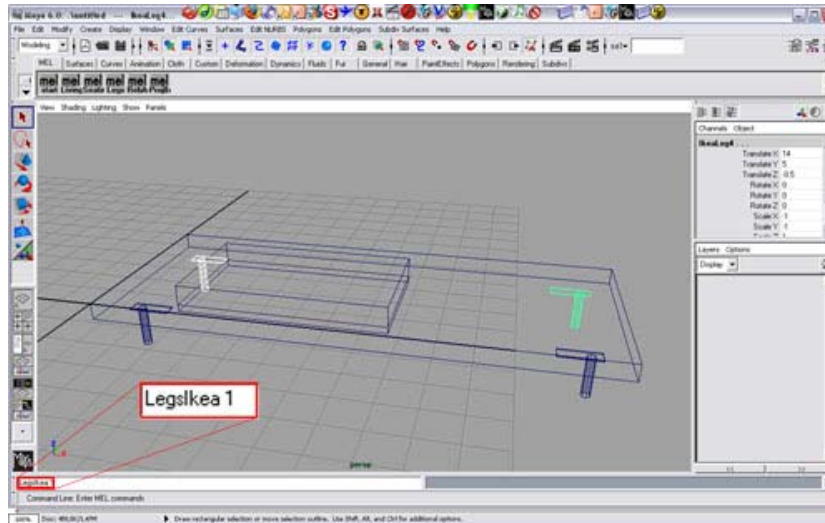


Define the size and position of the seat

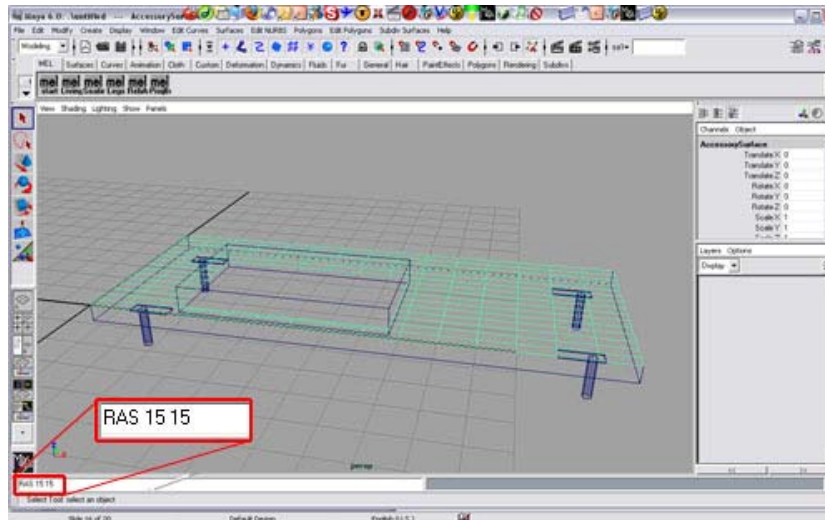


# 1. first step : MAYA & MELL

define the legs

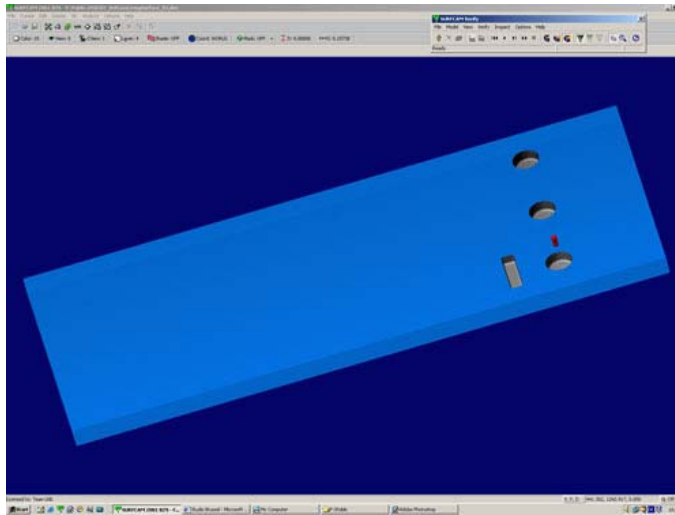


add some accessories, deform the surface

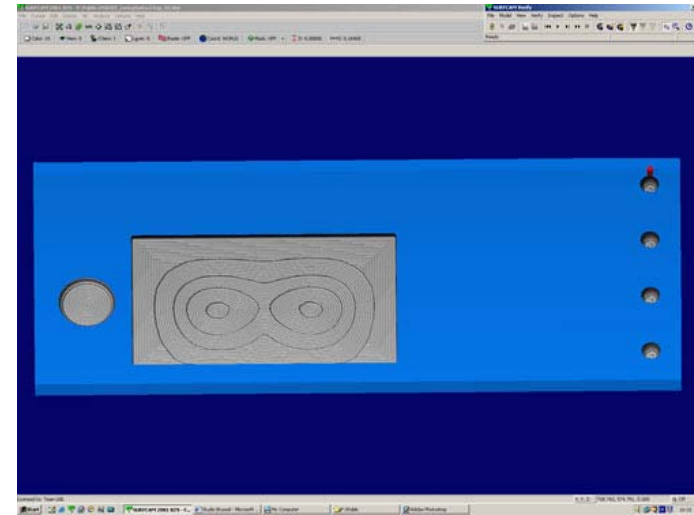


## 2. second step : SURFCAM

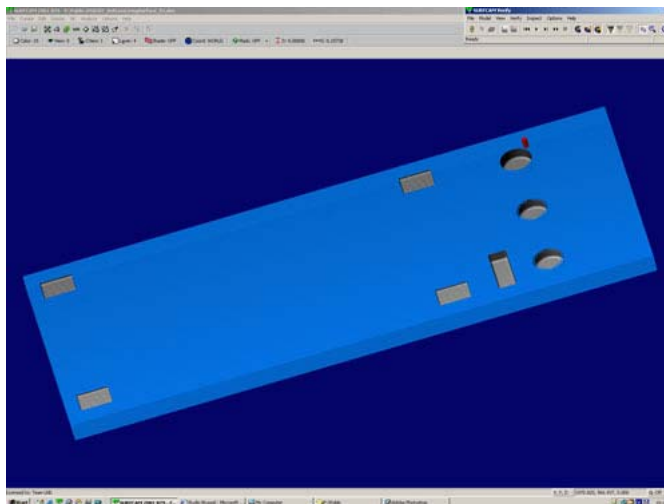
rough cut bottom LivingSurface



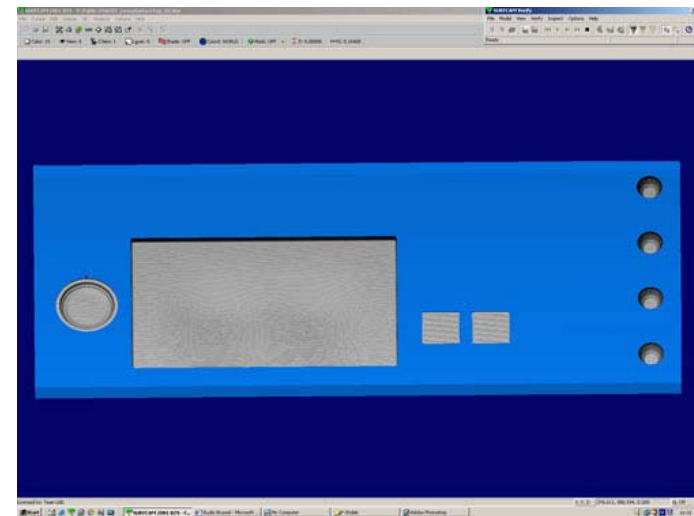
rough cut top LivingSurface



fine cut bottom LivingSurface

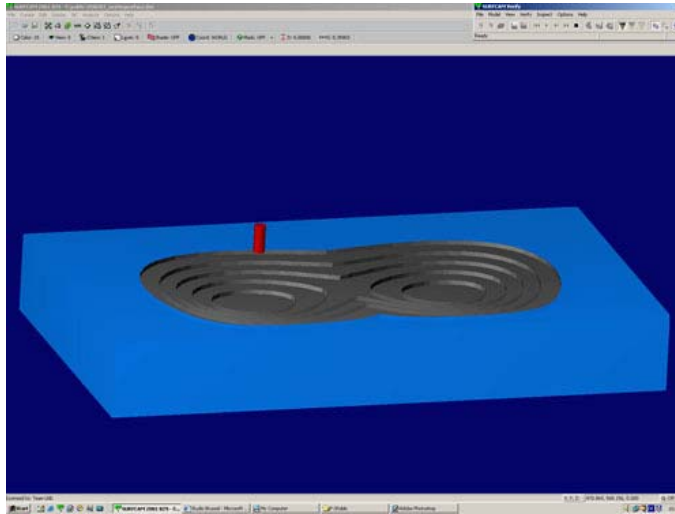


fine cut top LivingSurface

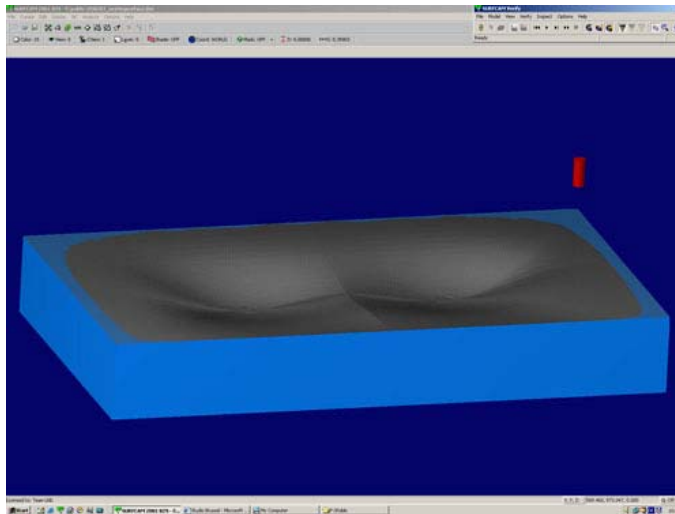


## 2. second step : SURFCAM

rough cut SeatingSurface

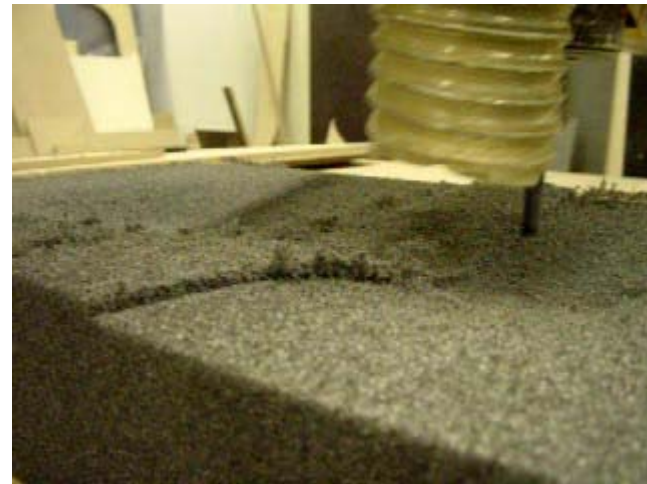
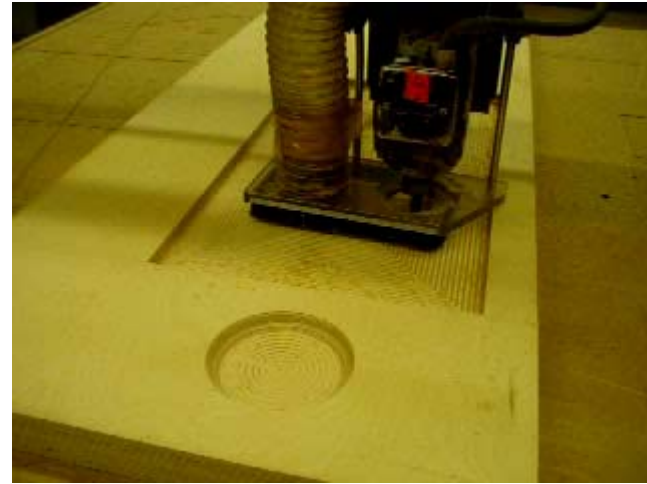
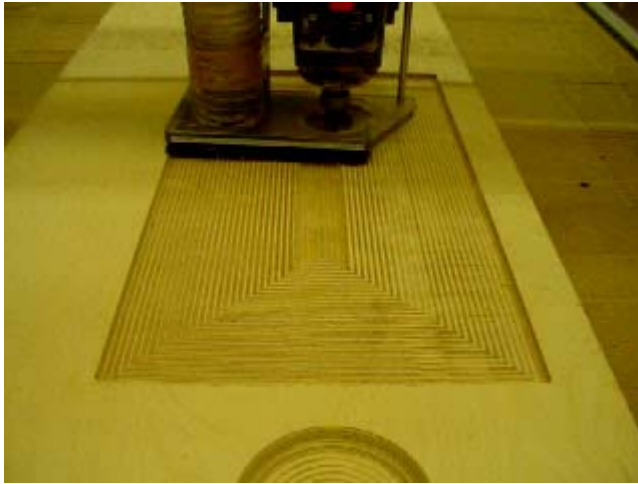


fine cut SeatingSurface





3. last step : 3ax CNC MILL





final product

